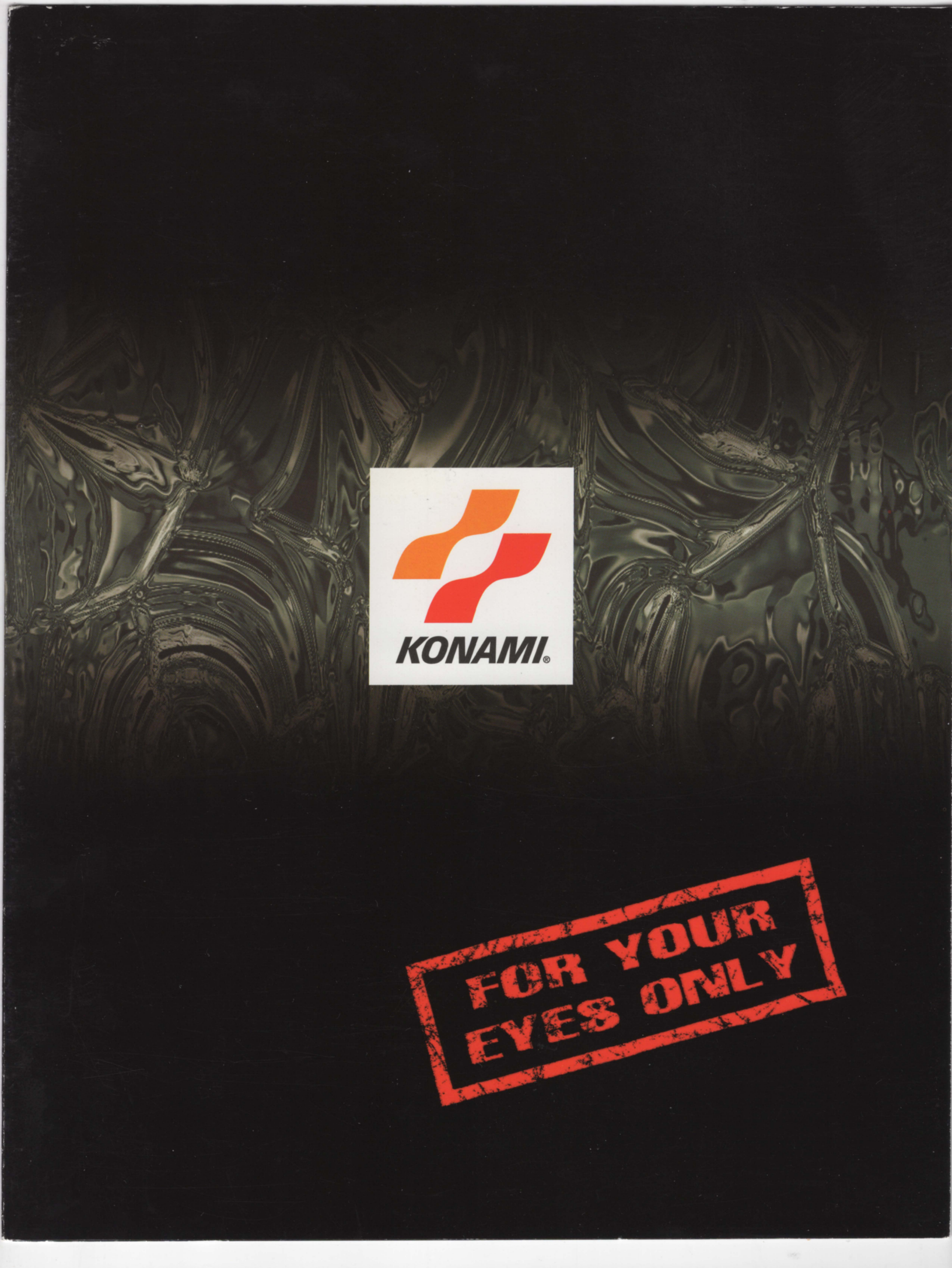

KONAMI®
FOR YOUR EYES ONLY

TACTICAL ESPIONAGE ACTION

METAL GEAR™ SOLID

WHAT IS "METAL GEAR SOLID"?

The "Metal Gear" are highly-mobile mechanized tanks, designed in the early 21st Century, as a government black ops project. Piloted by a single soldier, they can be inserted into military hotzones at a moment's notice. Their greatest strength is also the greatest threat in this game - a payload of uranium-tipped long-range nuclear missiles. They are stored in a remote army facility on Shadow Moses Island off the coast of Alaska.

'Solid', on the other hand, refers to many aspects of the game itself. Konami believes that in creating Metal Gear, it has created the most real, the most solid environment ever seen in a video game. In addition, 'solid' is a reference to physics terminology, in that this is the first MG game in three dimensions, constructed wholly of textured polygons or 'solid' models.

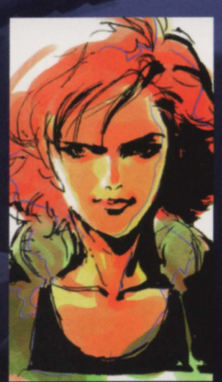
FOXHOUND SPECIAL FORCES

Codenamed Space Seals, Foxhound is the designation for a high-tech special ops group; founded in the 1990s, to combat local rebellions, terrorist activities and other small scale uprisings. Its existence is kept as low profile as possible.

In the early 21st Century its members underwent gene therapy in an effort to produce enhanced soldiers. Their motives in occupying the Alaskan base are not clear. Their demands however are: comply with all Foxhound's orders (not yet stated) or subject the world to nuclear winter.

SOLID SNAKE

After successful operations in Zanzibar and Outer Heaven he retired from active service in Foxhound. Called back to action, he reluctantly agrees to infiltrate the base and neutralize the threat posed by his former comrades.



MERYL SILVERBURGH

An 'army-brat', Meryl has always wanted to be a soldier. Her first posting is to Shadow Moses Island. One of the few loyal soldiers remaining on that base, she offers to help Snake take the terrorists down.

NINJA

A mysterious cyborg ninja. Is he a friend or a foe? Was he ever human; if so, how much humanity can remain when encased in a skin of high tensile alloy and plastic?

DR. NAOMI

Medical Chief at the Foxhound training center, Dr. Naomi aids Snake via satellite. Her expertise in biology and chemistry should prove invaluable to the mission.

THE STORY SO FAR...

Metal Gear Solid™ is the fifth game to be published in this series. Developed by more than 30 designers, headed by the franchise's founder Hideo Kojima, MGS is the culmination of eleven years of conceptual development and three years of intensive programming. The result is nothing short of astounding.

What makes Metal Gear Solid™ so innovative is its unique gaming system. Most action games require the player to go head-to-head with as many enemies as possible. Metal Gear Solid™, however, rewards its players for avoiding such confrontation. This seemingly heretical idea was born in 1987 with the first MG game and remains, today, as fresh as ever. Hiding from the enemy and stealthily advancing is no easy job as the enemy have incredibly complex artificial intelligence that gives them a line of sight, a range of hearing and a sophisticated order system.

In the game our hero, Snake, is called in to fight his former comrades - the Foxhound Space Seals - who have seized a nuclear weapons storage facility. Possessing an intimate knowledge of their abilities and tactics, Snake is the perfect man to infiltrate the securely guarded complex and counter the terrorist threat. In fact, Foxhound's genetic enhancements make them almost indestructible, turning Snake into the only man alive capable of defeating them.

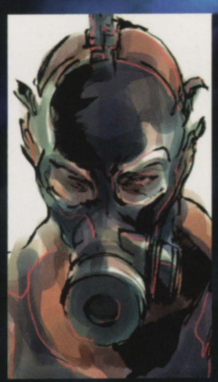
Players start the game with no weaponry and limited equipment. This is partly to teach him/her that you don't need to use bullets to beat the enemy. However, later Snake can find over 30 weapons and 20 items to use.

Carrying a theme of anti-war; the most advanced graphics ever seen in a video game; a thoughtfully-scored soundtrack and a script two and a half times larger than the average Hollywood movie; MGS is truly "epic". The most eagerly awaited game of 1998 will be here this October.

Release Date: Oct. 1998
No. of Players: 1
Format: PlayStation®

LIQUID SNAKE

Liquid is the leader of the rogue Fox-hound team. Details about his past are as vague as Snake's but one thing is sure - he is Snake's equal in every respect. Should they ever meet as foes the outcome will be explosive.



PSYCHO MANTIS

Mantis is the end result of a classified Soviet genetics experiment. The full extent of his abilities are unknown; though telekinesis is rumored to be one of them. Without doubt, a lethal foe.

SNIPER WOLF

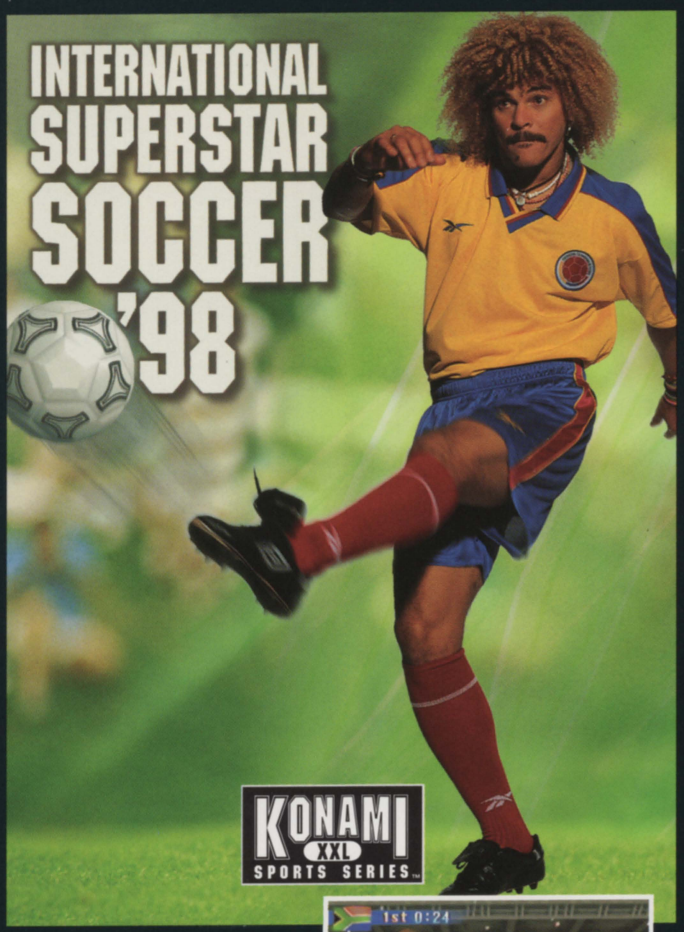
A genius female sniper, trained by the British Army's elite Gurkhas. Her ability to remain motionless almost indefinitely enables her to hide in the most unlikely of places. She hits whatever she shoots at, guaranteeing a kill.

REVOLVER OCELOT

A former Spetsnaz operative, he worked for the Russian Police Shock Battalion after the break up of the Soviet Union. He joined Foxhound soon after and has become Liquid Snake's right-hand man.

VULCAN RAVEN

He is Foxhound's heavy weapons specialist. With a mixed heritage of Inuit and Alaskan Indian, he can withstand extremes of cold that would kill a normal man. This, and his enhanced strength, make him a formidable adversary.



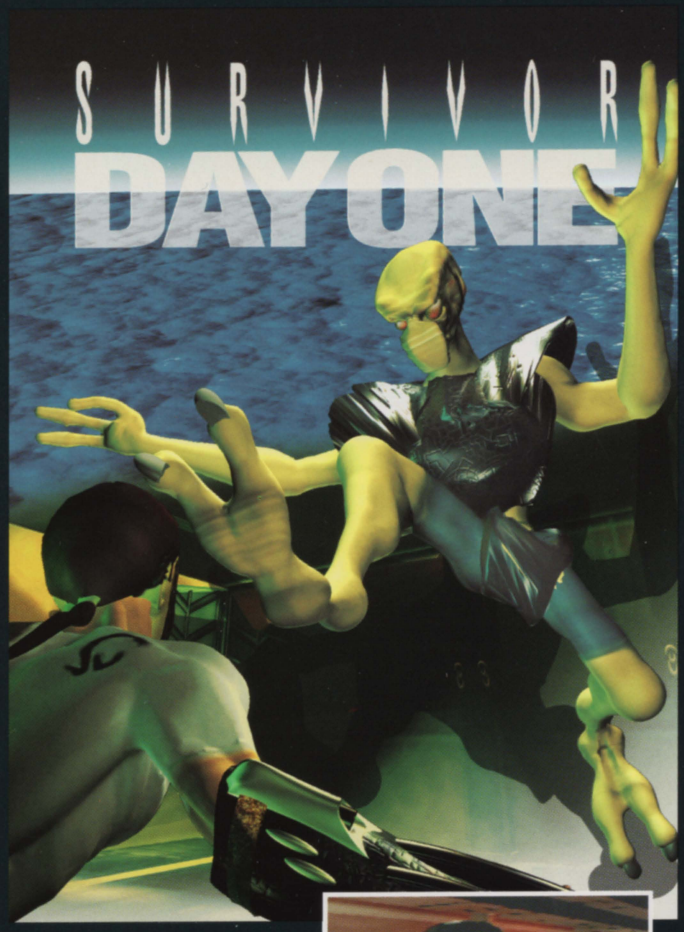
INTERNATIONAL SUPERSTAR SOCCER™

Release Date: July 1998
No. of Players: 1 to 4
Format: Nintendo 64
PlayStation®
Game Boy®

Endorsed by Carlos Valderrama, flamboyant superstar of the Miami Fusion Major League Soccer team and Colombia's national team captain, **International Superstar Soccer '98** is available this year on multiple platforms.

The market-leading Nintendo 64 version has been upgraded and extensively expanded to include: 17,000 motion-captured player animations; 54 national teams, 8 stadia and multiple strategies; plus all new features like 'head-tracking' and team motivation. The PlayStation® game console version follows up with new camera angles, 40 teams, 8 pre-set team strategies, 5 stadia and fully adjustable game play speed. Both versions enjoy instant replays, intuitive artificial intelligence, and extremely fine play control.

New to both console versions is extremely realistic play-by-play commentary. Konami has employed the talents of Tony Gubba, the BBC announcer on the UK's top TV soccer show. Soccer doesn't get any more real than **ISS '98**.



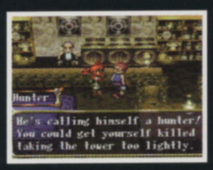
SURVIVOR™ DAY ONE

Release Date: Q4 1998
No. of Players: 1
Format: NINTENDO 64

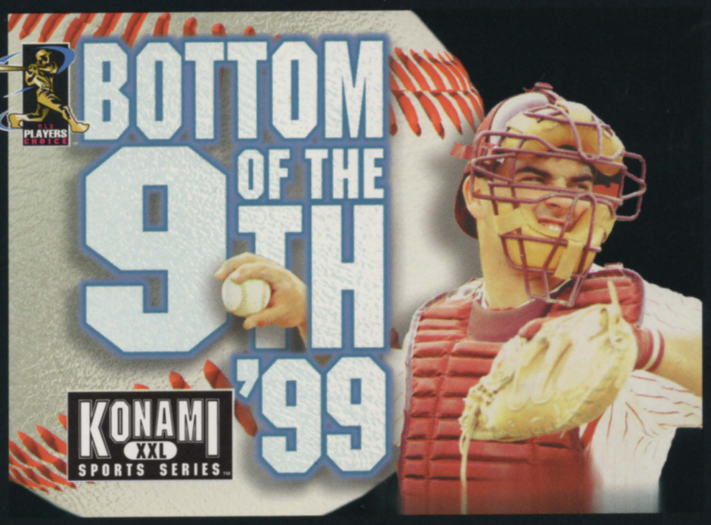
Waking from a cryogenically-induced sleep is no easy matter, even for a genetically-engineered bioform like yourself. This time it's made harder by the colonization ship slowly sinking into the ocean of the planet you were supposed to populate. Plus, there's the little matter of finding your female partner somewhere in the hulking superstructure and battling through six levels of flooding decks fighting off other newly awakened lifeforms and their creators, each struggling to reach the same limited number of lifepods. Of course, stealing that arm-mounted cannon from a recently-deceased guard should help...

Combining high-end graphics, like solid mesh character skins and true vertex lighting, with heavy-impact gameplay gives **Survivor: Day One** the tools it needs to succeed. Players will be wowed by the array of mutated lifeforms and the diverse and complex stages on which to battle them; whilst techno-purists will be awed by the array of sophisticated techniques our skilled development team have used to bring the game to life. **Survivor** promises to be a milestone in gaming excellence.

AZURE DREAMS™
Release Date: June 1998
No. of Players: 1
Format: PlayStation®



For years the Demon Tower has beckoned and, today, on your fifteenth birthday, it's time to enter. So the story begins in **Azure Dreams**, the next role playing game to join the growing family of hits that Konami has had in this genre. Players take the role of an apprentice monster tamer searching a magical tower for demon eggs to collect and grow. Once collected these eggs can be sold for profit or raised into friendly helpers that'll aid the player in his exploration of the higher reaches of the tower. With a flexible story system, that allows for the building of a prosperous town using earned funds, and a random map generator that makes each foray into the tower a new experience **Azure Dreams** will blow fans of the genre away.



BOTTOM OF THE 9TH™ '99
Release Date: July 1998
No. of Players: 1 to 2
Format: PlayStation®

It's a whole new ballgame for **Bottom of the 9th '99**. The improved arcade-style batter/pitcher interface is smoother and faster than ever. The complete '98 opening day rosters feature 800 major league players-including stars' signature batting/pitching styles. GM mode let s you pull the trigger on blockbuster trades! Graphics upgrades include 3D texture-mapped players with full motion-capture, and great new animations like back-hand stabs and climbing the outfield fences! New sound features include play-by-play by the Chicago White Sox announcer and reactive crowd-noise. Exclusive new Scenario-mode allows you to step into 20 famous pressure situations and see how you'd perform. Batter up!

CONTRA® ADVENTURE
Release Date: August 1998
No. of Players: 1
Format: PlayStation®

Having sold nearly four million units since the game's introduction in 1987, the **Contra** series has become synonymous with blast-a-minute fun that puts the gamers' strategy and shooting skills to the ultimate test. This all-new 3D version brings consumers a fresh scenario set in a beautifully textured polygonal world. Nine powerful weapons, including the popular Shatter gun, and over ten intense stages combine to offer a thrill-packed, value-for-money experience. This title will appeal to existing fans of the **Contra** franchise with gameplay elements that highlight the classic appeal of this series. Plus, we've built some of the coolest graphics yet published to draw in new players, who haven't yet experienced the action available in this outstanding series.

DEADLY ARTS™
Release Date: August 1998
No. of Players: 1 to 2
Format: NINTENDO 64

Prepare for the most intense combat simulation ever. Over nine controllable fighters are available to command, complete with an arsenal of face-busting, body-smashing moves. Players can feel every kick, punch and throw with the RUMBLE PAK feature. **Deadly Arts** offers a fight game tailor-made for the Nintendo 64 with unbelievable, arcade-style 3D graphics, that push the console to the edge; and seven different game modes, including Team, Tag and Practice. Plus, there's an Edit Mode - used to create a unique fighter; and the ability to build up warriors' skills by learning moves acquired from defeated opponents. Do you have the skills, concentration and stamina to be a champion?

POYPOY™ 2
Release Date: Sept. 1998
No. of Players: 1 to 4
Format: PlayStation®

Expanding on last year's party game hit, **Poy Poy 2** delivers more stages, more items, more moves and more FUN. The sequel includes multi-height levels and moon-based arenas with decreased gravity. Plus, there's new power gloves that enable special throwing skills and enhanced character agility with charges, diving rolls and crawling added. The object of the game is to pick up rocks, bombs and even your opponents and throw them around; gaining points for outlasting enemies and skills used in throwing objects. **Poy Poy 2** is a fun and light-hearted game for players of all skills and ages. This title is not yet approved by SCEA for release on the PlayStation® game console.

SILENT HILL™
Release Date: Q4 1998
No. of Players: 1
Format: PlayStation®

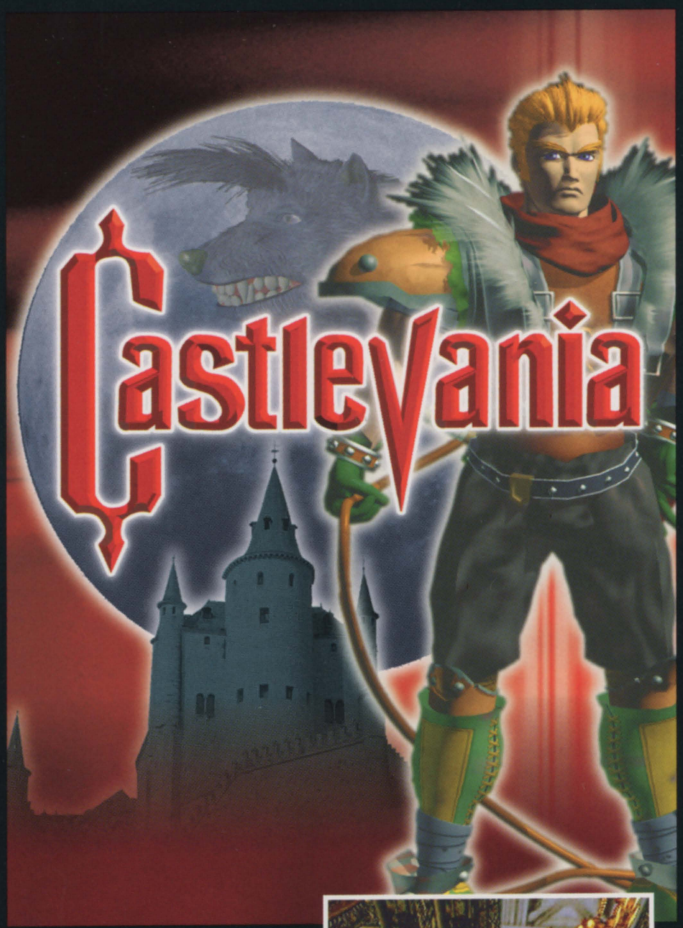
Konami's first gothic horror game puts players in the heart of an eerie mystery searching for a missing daughter whilst unravelling the threads that lead to the disappearance of a whole town. Set in the sleepy little 'burg of Silent Hill - a place that defines the term 'hick'. Only now, something weird is happening; the residents have vanished and the very fabric of reality is turned upside down. With stunning 3D polygon graphics and a nerve-jangling soundtrack, this game will put players on the edge of their seats as they investigate the mystery of **Silent Hill**. Dare you play? This title is not yet approved by SCEA for release on the PlayStation® game console.

G-SHOCK™
Release Date: Q4 1998
No. of Players: 1
Format: PlayStation®

In **G-Shock**, players take the role of Jean Cave, salvage diver, bounty hunter and general all-round bum. Down on his luck and newly arrived on the Mediterranean island of Cousess, he's searching for the lost wreck of the Matilda, once the world's largest cruise liner, which disappeared in these waters fifty years ago. In need of vital supplies and equipment to start the search Cave must first survey some smaller wrecks and take what booty is available. Fabulous graphics, an engaging story and perilous deep sea adventure turn **G-Shock** into the surprise find of '98. Can you stand the pressure? This title is not yet approved by SCEA for release on the PlayStation® game console.

HYBRID HEAVEN™
Release Date: Q1 1999
No. of Players: 1
Format: NINTENDO64

An action/role player, **Hybrid Heaven** is set in a futuristic, science fiction world. The story opens with the President of the United States being taken hostage by an unknown force. Our hero, John Slader, is charged with rescuing the President. Mixing elements of combat, exploration, and adventure; players will have total freedom to explore this amazingly detailed 3D world. With a character that changes graphically and grows in ability as the game develops; a host of organic and cybernetic enemy lifeforms; and the most amazing graphics yet seen on this platform, **Hybrid Heaven** will be the game to watch for in '99.

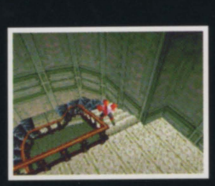


CASTLEVANIA®

Release Date: Q4 1998
No. of Players: 1
Format: NINTENDO64

Gamers have been clamoring for a new **Castlevania** game and Konami has delivered. A massive castle awaits adventurers, displayed in glorious 3D, and populated by a vast array of baddies. With advanced 64bit graphics comes heightened realism; partly achieved by displaying the passing of time with subtle lighting effects. For example, vampires can prowl during the day but in a weakened state, hugging what shade they can find; but, at night they blossom into full power, plaguing our hero's progress at every step. The day/night effects add a terrifying strategic aspect to gameplay.

In **Castlevania**, players select from one of four uniquely-skilled characters. Schneider Belmont handles the family whip. Cornell Reinhardt, on the other hand, prefers hand-to-hand combat; but he can transform into a wolfman! Carrie Eastfield may appear unprotected but she is no ordinary 12-year old; as she commands an arsenal of magical attacks. Finally, there's Kola, who prefers the simplicity of his amazing strength... plus, an oil-powered chainsaw. Once players have selected a character they will control him/her during the game through branching plotlines to a tailored ending. **Castlevania** will write a new page in its gaming legend.



KENSEI SACRED FIST™

Release Date: Q4 1998
No. of Players: 1 to 2
Format: PlayStation®

The call to battle has been sounded; fighters from across the globe are gathering; and the competition is ready to start. Konami is proud to introduce **Kensei - Sacred Fist**, the company's first martial arts fighting game for the PlayStation® game console.

Over 20 characters are available to control, using a new method that includes, in addition to punch, kick and throw buttons, a special button for redirection techniques. This allows players to block an attack then suddenly unbalance their foe ready for a counter strike. Adding a cool new twist to the fighting genre, this is sure to wow die-hard fight fans.

After three years of exhaustive development, **Kensei** is the realization of the ultimate in fighting games. Providing state-of-the-art graphics and an amazing play engine to build the most realistic-looking fighters yet seen, this game packs a punch that will be hard to resist. With a frame rate at 60fps, Konami's proprietary 'smoothing' technology which allows for seamless polygon models, and a brand new fighting system **Kensei - Sacred Fist** will jump kick its way onto the "must-have" list of all gamers.

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